PROJECT MINDGATE – EXPERIMENT #001

Introduction

This document outlines the results of Experiment #001 The objective was to observe and record the psychological, perceptual, and behavioral effects of combining (LSD) (estimated range: 80-100µg) with a fully immersive VR experience specifically Hitman 3, in its Hokkaido mission played via Oculus.

The hypothesis was that high-dose psychedelics would not only heighten immersion but also induce profound subjective alterations in presence, identity, emotional salience, and sensorimotor realism, effectively blurring the line between simulation and internal reality.

Breakdown of Key Observed Effects

1. Increased Immersion

A deep and constant sense of being within the environment, not merely observing it.

Moments like walking through halls, viewing the mountains, and interacting with NPCs felt real, not like a game.

2. Second Body Phenomenon

The player identified so strongly with the VR avatar that their hands felt like their own.

Looking at hands, reacting physically to events like gunfire or death; VR self temporarily became the true self.

3. Observational Puzzle Filling (Proposed name: "Ambience Synthesis")

The brain filled in environmental gaps with imagined wind, air pressure, emotional tone, or temperature.

Player noted feeling like they were "on vacation" in a high-tech Japanese mountaintop hospital.

4. Enhanced NPC Presence

NPCs felt alive when they spoke, the player observed more intently, as if they were talking to real people.

5. Sensory Cross-Wiring

Sensed fireworks smells after gunfire, tried to smell food in static pots, reached to interact with non-interactive objects.

Result of heightened synesthesia and VR-aided sensory expectation.

8. Fight or Flight Somatics

Intense tension when under fire; felt pressure around the abdomen and slight urine retention.

Flashbang caused the player to instinctively cover their face with hands.

Combat escalated panic and reflexive actions; environmental stress was mirrored physically.

9. Emotional Morality Filtering

The player refused to engage unarmed NPCs, even when under threat.

Ethical decisions carried over from real-world values despite "semi-full immersion".

10. Combat Notes/Feeling

Under pressure, the player's behavior became more aggressive

Displays a psychological descent under duress,

11. Phantom Vital Check
Upon virtual death, player touched their chest.

A subconscious reality check or somatic confirmation: a sign of mind-body cross-talk.

12. Observational Detail-Seeking
Repeated attention to small ambient features: shishi-odoshi breaking the soundscape, distant fireworks, Lighting.

Environments became richer over time; focus shifted to micro-interactions.

13. Decompression on Exit
After fading to gray upon death, the player quietly removed the headset and ended the session.

No disorientation, but the moment was treated with weight, like something "special"

Conclusion
Test #1 demonstrated that psychedelic-enhanced VR can result in total perceptual immersion, emotionally rich interpretation of environments, and genuine psychological response to simulated stimuli. The blurring of player identity and avatar, the emergence of real-world moral behavior, and the emotional closure upon "death" or "end" of session strongly suggest the formation of a mind-state almost like a lucid dream, but with more awareness.